

# WELCOME TO MY WORLD



## TONY HAWK'S PRO SKATER 3

WELCOME TO TONY'S WORLD.  
SHRED THROUGH 10 MASSIVE LIVING LEVELS WITH  
ALL-NEW REVERT AND FLATLAND TRICKS.

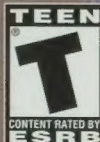
AVAILABLE MARCH 2002



Tony Hawk's Pro Skater™ 3 © 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision 02, Tony Hawk's Pro Skater and Pro Skater are trademarks of Activision, Inc. and its affiliates. All Rights Reserved. Tony Hawk is a trademark of Tony Hawk, Developed by Neversoft Entertainment, Inc.

WRECKLESS Game Code © 2002 Bunka Publishing Co., Ltd. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and WRECKLESS: The Yakuza Missions is a trademark of Activision, Inc. and its affiliates. All rights reserved.

The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. 800.221.2261

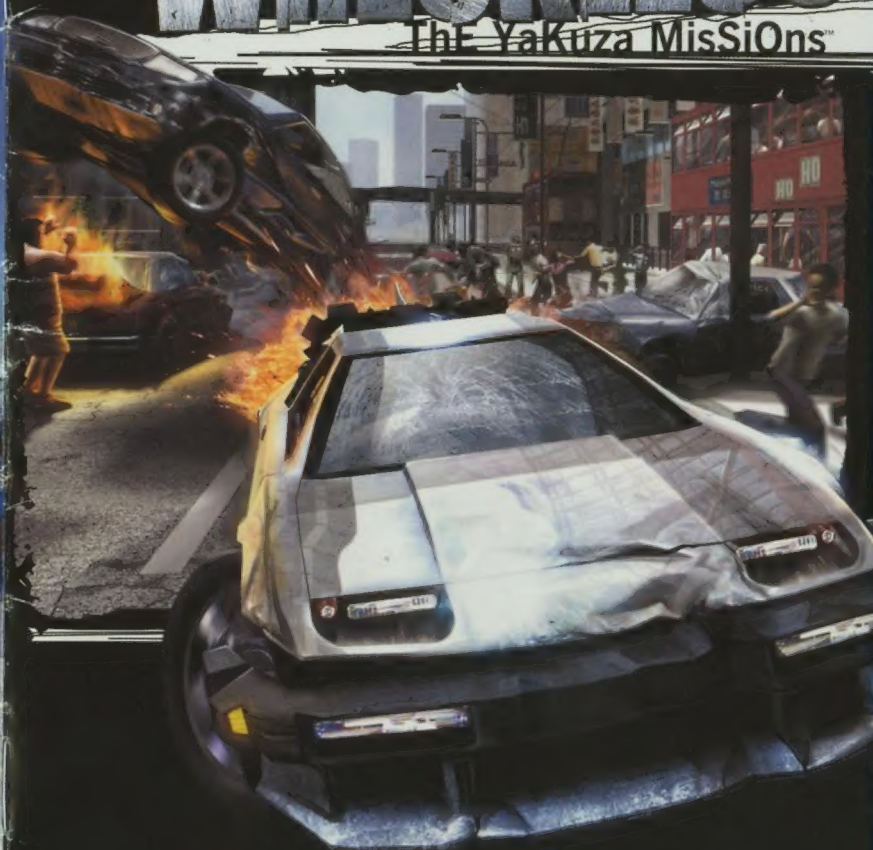


activision02.com



# WRECKLESS

The Yakuza MisSiOns™



ACTIVISION



### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

### Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

# WIRECKLESS

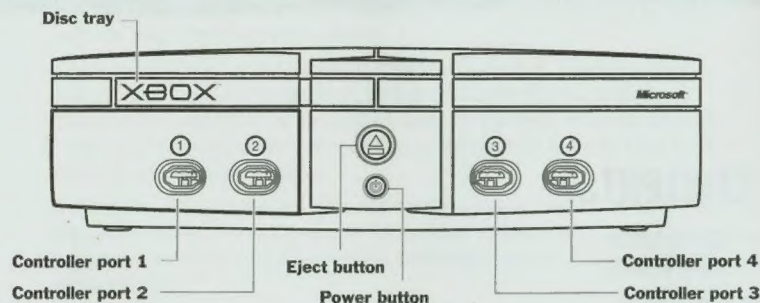
## The YaKuzza MisSiOns™

## CONTENTS

Getting Started .....	2
Game Controls .....	4
Quick Start .....	4
Welcome to Hong Kong .....	5
How to Play .....	5
The Game Screen .....	7
Title Screen Menu .....	8
Main Menu .....	9
Vehicles .....	11
Hints and Tips .....	12
Credits .....	13
Customer Support .....	15

# GETTING STARTED

## Using the Xbox Video Game System



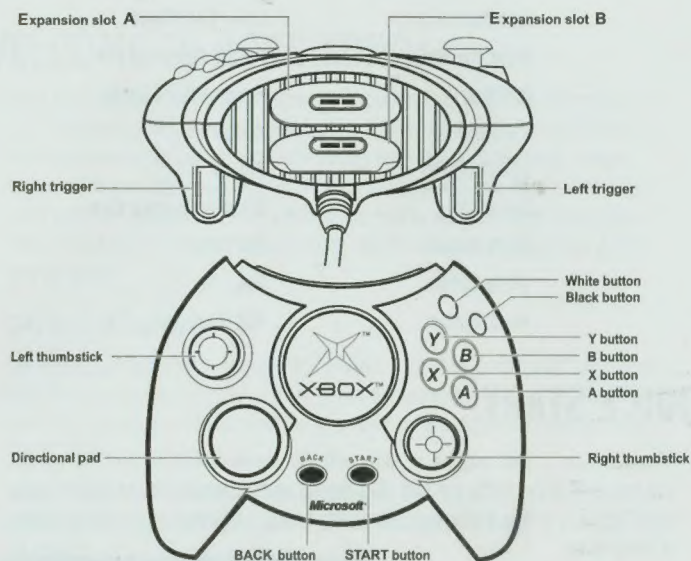
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the WRECKLESS disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing WRECKLESS.

## Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## Using the Xbox Controller



1. Connect the Xbox Controller into any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play WRECKLESS.



## GAME CONTROLS

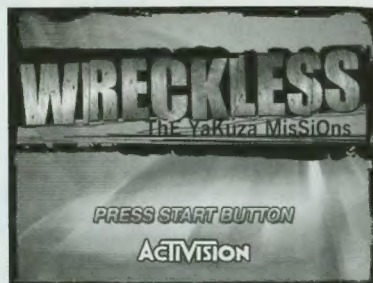
Left Trigger, X Button	Brake
Right Trigger, A Button	Accelerate
Left Thumbstick	Steer Left/Right
Right Thumbstick	Rotate Camera
B Button	Reverse/Side Brake
Y Button	Action
START Button	Pause
D-pad Up	Change Camera View
BACK Button	Not Used
White Button	Zoom In
Black Button	Not Used

## QUICK START

I know, I know... you coughed up your cash and you don't want to read the manual, you just want to get in the car and start tearing up the streets. We can't blame you. WRECKLESS is a visually amazing game. So, here's the fastest way onto the streets of Hong Kong:

Assuming you've already got the game loaded, you'll see the title screen. Follow these steps:

1. Press **START**.
2. Choose **New Game**.
3. On the Main Menu, select **Mission**.
4. Choose either **Scenario A** or **Scenario B**.
5. Select **Mission A1/B1** (depending on if you previously chose Scenario A or B).
6. Select your **vehicle**.
7. Choose between **Normal** and **Hard** difficulty levels.
8. Choose either **Light** or **Heavy** traffic.
9. **Go drive!**



Note: To select an option, use the **A** button. To cancel, use the **B** button.

Once you've released some tension and want to know more about what's what, come back and read the rest of the manual. Please.

## WELCOME TO HONG KONG

Hong Kong. Mystery and intrigue; money and power; East and West: Hong Kong has it all. Being one of the most prominent cities in all of Asia, and not without reason, this island country is just bustling with energy and vitality. Stroll along Victoria Harbour or take a refreshing ride on the enchanting above-ground street cars and really soak up the sights, sounds and attitude that make Hong Kong stand alone. Feel a little hungry? Try the mango pudding and dim sum; it may convince you to stay for good!

### City Out of Control

The Yakuza are loose on the streets and out of control. The good honest citizens of Hong Kong are being terrorized and the police department seems incapable of controlling the Yakuza. Public safety is at an all time low. **SOMEONE** needs to do **SOMETHING**.

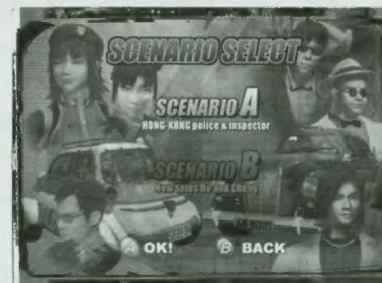
Without hesitation, you're on the scene to answer the call of the city and stop the madness! (The fact that even more chaos will be created by doing so is neither here nor there.)

## HOW TO PLAY

Simply get in the vehicle and **FLOOR IT!**

There are two scenarios which are broken down into a series of missions. Before some of the missions, you'll see a short scene explaining the situation. Then, as the mission starts, you'll be given instructions about what needs to be accomplished. Complete these mission objectives and you'll move on to the next mission.

For example, on the first mission of scenario A, you'll need to destroy





three black Yakuza cars within the time limit at the top of the screen. This is done by crashing into the cars until the enemy gauge above each of the Yakuza cars is depleted.

Remember, each mission is different, so you'll need to create a new strategy for each one.

Keep an eye on the Target Direction Arrow at the top of the screen. This points in the general direction of the next enemy or place you need to get to. It will NOT guide you around the streets, which is where the RED Directional Arrows (positioned around the streets) come in! These will help guide you in the right direction. So pay attention!

Occasionally the game will require you to use the Y button to activate something, such as an elevator. So keep an eye out.

## Vehicle Selection

Once you've selected a scenario, you get to choose which vehicle you'd like to trash. I mean use.

Use the **left thumbstick** or **directional pad** to choose the vehicle and then press **A** to select it. To begin with, each of the scenarios has two different vehicles, and more vehicles will unlock as you complete missions. There are also a couple of vehicles hidden throughout the missions for you to find. Do so and you'll be able to trash those, too. So start looking!

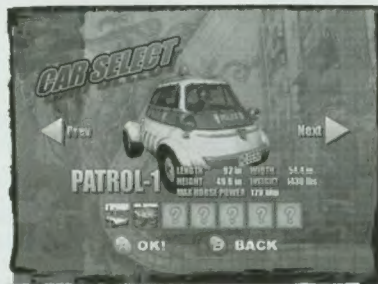
Note: Since each vehicle performs differently, certain vehicles may work better than others on some missions. In fact, some missions can't be beaten with some vehicles.

## Difficulty

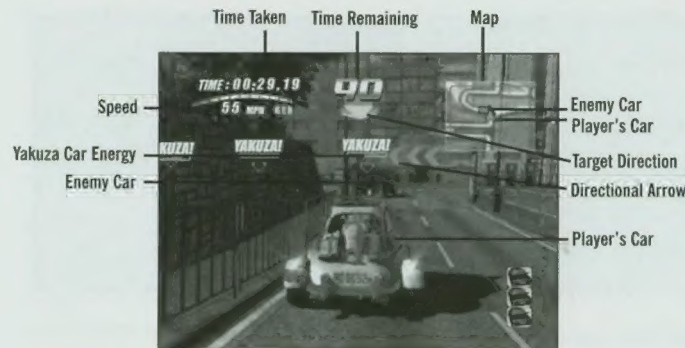
After selecting your vehicle you'll be able to choose between **Normal** and **Hard** difficulty levels, depending on if you want a walk in the park, or some serious mayhem.

## Traffic

The last thing you get to do before the mission starts is choose between **Light** and **Heavy** traffic levels. Obviously, if you've just had a bad day at the office you're going to go for **Heavy** in order to cause as much chaos as possible.



## THE GAME SCREEN



**Time Remaining:** Finish the level before this counter reaches zero.

**Map:** Shows the area around your car. The blue arrow in the center of the map indicates your car and the direction you're traveling. The red dots show the enemy cars. As you approach an enemy or target area, the map will zoom in. Remember, there is more than one way to get from point A to point B, and time is precious.

**Player's Car:** Your car, amusingly enough.

**Enemy Car:** One of the many enemy cars that need to be taken out.

**Speed:** Shows your current speed.

**Time Taken:** The time taken so far on this mission.

**Target Direction:** Shows the direction of the enemy or goal.

Note: This shows the direct route (as a crow flies, type of thing). It will NOT guide you around the streets.

**Yakuza Car Energy:** Enemy car's remaining energy. Slamming into the car will reduce it.

**Directional Arrow:** Helps guide you around the streets.



## TITLE SCREEN MENU

**New Game:** Start a new game.

**Load Game:** Continue where you left off by loading a previously saved game.

**Replay Mode:** View a previously saved replay.

### LOAD GAME MENU

Load a previously saved game.

**Hard Disk:** Load a saved game from the Xbox hard disk.

**Memory Unit:** Load a saved game from a memory unit.

Use the left thumbstick or directional pad to select the desired location and press **A**.

A list of saved games will appear. Highlight the game you wish to load and press **A**.

### REPLAY MODE

View a previously saved replay.

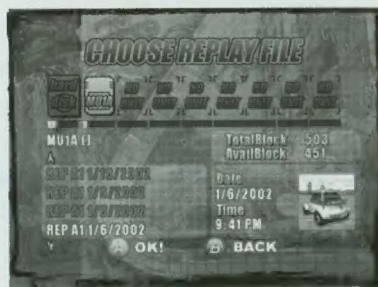
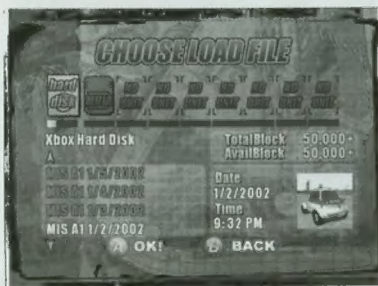
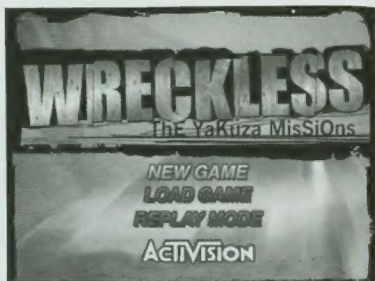
**Hard Disk:** Load a replay file from the Xbox hard disk.

**Memory Unit:** Load a saved replay from a memory unit.

Use the left thumbstick or directional pad to select the desired location and press **A**.

A list of saved replays will appear. Highlight the replay you want and press **A**.

While viewing the replay, press **A** to select between various viewing styles and **START** to quit.



## MAIN MENU

**Mission Mode:** Choose between Scenario A and Scenario B to start your game of WRECKLESS.

**Replay Mode:** Save or load replays, or you can watch the replay of the last mission you ran.

**Game Stats:** A running tally of various game statistics.

**Options:** You will be able to select many different options from this menu.

**Save Mode:** You can save your game here.

**Exit:** Use this to return to the title screen.

### REPLAY MODE

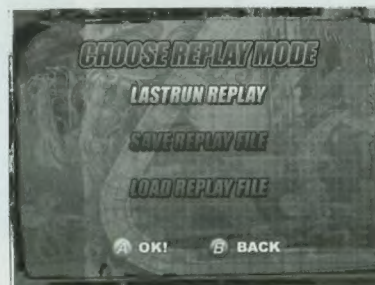
Selecting the Replay Mode from the Main Menu allows you to save and then later load the replays that are viewed after each mission. To save a replay, after a mission or replay, choose **No** to **View Replay?** Once you're back at the Mission Select screen, press the **B** button to return to the Scenario Select screen. Press **B** one more time to get back to the Main Menu. From the Main Menu choose **Replay** with the **A** button and you will see this screen:

**Last Run Replay:** View the replay of the last mission played.

**Save Replay File:** Save the replay of the last mission played.

**Load Replay File:** View a previously saved replay.

While viewing a replay, press **Up** on the directional pad to select various viewing styles and **START** to quit.





## OPTION MODE

Selecting the Option Mode from the Main Menu will display this screen:

**Vibration:** Toggle the controller vibration function ON/OFF.

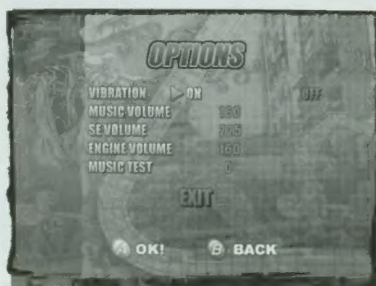
**Vol-Music:** Adjusts the music volume only.

**Vol-SE:** Adjusts the sound effects and voice-over volume.

**Vol-Engine:** Adjusts the car engine volume only.

**Music Test:** Lets you listen to the game music.

**Exit:** Return to the Main Menu.



## SAVE MODE

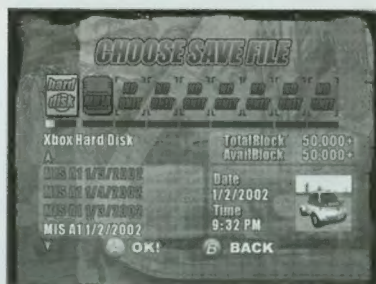
The Save Mode allows you to save your current game and then load it again later on. To save your game after a mission or replay, choose **No to View Replay?** Once back onto the Mission Select screen, press the **B** Button to return to the Scenario Select screen. Press **B** one more time to get back to the Main Menu. From the Main Menu choose **Save Mode** with **A** and you will see this screen:

**Hard Disk:** Save a game to the Xbox hard disk.

**Memory Unit:** Save a game to a memory unit.

Use the left thumbstick or directional pad to select the desired location and press **A**.

**Empty Space** will then begin to flash. Press **A** once again to save the game.



## VEHICLES

### SCENARIO A: Madoka and Mei

#### PATROL-1

The standard Hong Kong meter-maid cruiser jacked up to meet the needs of the "Flying Dragons." While top speed is certainly not its forte, negotiating the narrow streets of Hong Kong and dodging oncoming traffic is easy.

#### Funny-Bug

Not only is this one groovy looking machine, but it's also got a little something extra under the hood. It makes light work of rough terrain, so don't be afraid to go through the occasional park or shopping mall.



### SCENARIO B: Ho and Chang

#### Old-Taxi

Like all good taxis, this one is built to last. Ideal for driving like a nutcase through the busy streets of Hong Kong. Just remember, we don't have time to pick up any customers, OK!

#### Super-Buggy

Definitely cool. Think BUGGY, just more super! Equipped to go anywhere at any time, to drive this baby on the streets would be a crime, so don't!





## HINTS AND TIPS

**Powerslides:** Use the brake and gas together to power-slide around corners and turn quicker. Turn too quick and you might end up rolling your car, losing valuable seconds of drive-time... unless you land on all fours, that is.

**Catching Air:** Flying attacks are not only great ways of taking out cars, but also make for amazing replays!

**Taking 'Em Out:** This ain't lunch or dinner I'm talking about. Ram them off the road! Rear-end them at high speeds, smash into their sides, push them into oncoming traffic, or take them head-on! Any way you cut it, you gotta TAKE 'EM OUT!

**Environment:** Be sure you use the environment to its full advantage. This means if you have to drive on the sidewalk, through parks, or over buildings, please do. You have a license to be reckless and also a job to do!

**Shortcuts:** The shortest route between A and B is a straight line, so take it. You will never get ahead by only taking the easy way out. Use your keen wits and good sense of direction to find better routes through the city.

**That Good Ole Y Button:** Be sure you remember to use Y to activate things (such as elevators) or you'll be getting nowhere fast.

**The Right Vehicle for the Mission:** Not all missions can be beaten with all of the vehicles. If you're having trouble, try mixing things up. It's up to you to choose the right vehicle for the job!



## CREDITS

### DESIGNED AND DEVELOPED BY

#### BUNKASHA Co., LTD.

<http://www.bunkasha-games.com/>

#### PRODUCER, LEAD PROGRAMMER

Masumi Nagaya

#### SHADER PROGRAM

Masaki Kawase

#### AI PROGRAM

Kei Sone

#### TOOL PROGRAM

Naoki Matsumoto

#### BACKGROUND ARTISTS

Yoshiaki Yamaguchi, Masayuki Shirai, Hidenori Oda

#### CAR GRAPHICS ARTISTS

Daisuke Takamori, Toshiaki Sakai

#### CUT SCENE ARTIST

Yuji Masuda

#### GAME DATA

Kouji Takahashi

#### SOUND FX

#### SOUND EFFECT DATA ENGINEER

T's MUSIC Co., Ltd.

Manabu Fujiki

#### MOVIE MA

T's MUSIC Co., Ltd.

Manabu Fujiki

#### MUSIC

SOYUZ PROJECT (<http://www.soyuzproject.com/>)

Hajime Fukuma

Shinichi Yamaguchi

#### SPECIAL THANKS TO

Tadakatsu Ogura

### PUBLISHED BY ACTIVISION

#### SENIOR DIRECTOR, STUDIO X JAPAN

Takehisa Abe

#### PRODUCERS

Tad Horie, Takashi Hayashi

#### PRODUCTION COORDINATORS

Austin Keys, Irwin Chen

#### ACQUISITIONS MANAGER

David Grijs

#### BUSINESS & LEGAL AFFAIRS

Mike Walker, Michael Hand

#### SENIOR DIRECTOR

#### GLOBAL BRAND MANAGEMENT

Will Kassoy

#### DIRECTOR GLOBAL BRAND MANAGEMENT

Michelle Corrigan

#### GLOBAL BRAND MANAGER

Rachel Silverstein

#### ASSOCIATE BRAND MANAGER

Deanna Natzke

#### PR

Lisa Fields

#### SPECIAL THANKS

Isuzu Kishi, Mika Hayashi, Pat Dwyer,  
Haruyoshi Sawatari, Jeff Matsushita,  
Lindsey Hayes, Tony Byus



## ACTIVISION QUALITY ASSURANCE

### PROJECT LEADS

Chad Fazzaro—Night Crew  
Nick Falzon—Day Crew

### SENIOR PROJECT LEADS

Adam Hartshorn—Night Crew  
Marilena Rixford—Day Crew

### QA MANAGER, PC TESTING

Sam Nouriani

### QA MANAGER, NIGHT SHIFT

Jeremy Gage

### FLOOR LEADS

Mike Marzola—Night Crew  
Henry Villanueva—Day Crew  
Omari Valentine—Day Crew

### DATABASE MANAGER

Mike Wesby

### TESTERS

Matt Burns, Lee Cheramie,  
Paul Colbert, Kurt Gutierrez, Kenneth Hartman,  
John Hong, Francis Jimenez, Scott Kiefer,  
Anthony Hatch Korotko, Kirk Kosinski,  
Darnell Mariano, Ché Martin, Ian Moreno,  
Garrett Oshiro, Steve Peñate, Mike Ryan, Jef Sedivy,  
Frank So, Dustin Thomas, Hans Wakelin,  
Mike Wale, Nick Weaver, Lawrence Wong

### QA SPECIAL THANKS

Jim Summers, Jason Wong, Tim Vanlaw,  
Nadine Theuzillot, Joe Favazza,  
Ed Clune, Indra Gunawan, Marco Scatagliini,  
Chris Keim, Jennifer Vitiello, Willie Bolton,  
Marti Fazzaro, Chad Siedhoff, Neil Barizo,  
Jason Kim, Ken Love, Haley Falzon

## ACTIVISION CUSTOMER SUPPORT

### CS MANAGER

Bob McPherson

### CS ESCALATION AND INFORMATION LEAD

Rob Lim

### CS PHONE LEAD

Gary Bolduc

### CS E-MAIL LEAD

Mike Hill

### CREATIVE SERVICES

#### V. P., CREATIVE SERVICES

Denise Walsh

#### MGR., CREATIVE SERVICES

Jill Barry

### WRITTEN, PRODUCED AND ARRANGED BY BT

Published by Embrace the Future Music, BMI

© & © 2001 Embrace the Future, Inc.

Courtesy of Embrace the Future, Inc.

[www.btmusic.com](http://www.btmusic.com)

## CUSTOMER SUPPORT

**Note:** Please do not contact Customer Support for hints, codes, cheats; only technical issues.

### Internet

<http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions.

### E-mail

[support@activision.com](mailto:support@activision.com)

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

**Note:** Internet/e-mail support is handled in English only.

### Telephone

(310) 255-2050

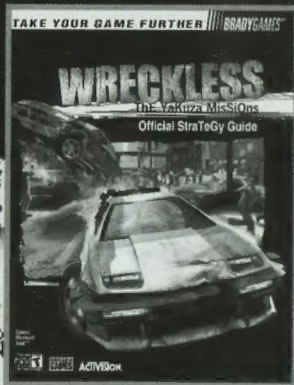
You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00am and 5:00pm (Pacific Time), Monday through Friday, except holidays.

**Please do not send any game returns directly to Activision.** It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.



# RIP UP THE STREETS. RUB OUT THE MOB.

## all with **WRECKLESS** The YaKuza MisSiOns™ Official Strategy Guide!



- ▶ Strategies to successfully complete the pulse-racing missions in both storylines.
- ▶ Detailed City Maps highlight the course for each mission and point out shortcuts.
- ▶ Expert Driving Tactics to help steer you through the game.
- ▶ Secret Missions revealed, plus tips to unlock every vehicle!

To purchase BradyGames' **WRECKLESS: The YaKuza Missions** Official Strategy Guide, visit your local electronics, book, or software retailer. Also available online at [bradygames.com](http://bradygames.com).

ISBN: 0-7440-0156-0

UPC: 7-52073-00156-8

PRICE: \$12.99 US / \$18.99 CAN / £9.99-Net UK

**BRADYGAMES**  
TAKE YOUR GAME FURTHER  
[www.bradygames.com](http://www.bradygames.com)

**ACTIVISION**  
[www.activision.com](http://www.activision.com)

**BUNKASHA  
GAMES**

Game Code © 2002 Bunkasha Publishing Co., Ltd. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and WRECKLESS: The YaKuza Missions is a trademark of Activision, Inc. and its affiliates. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

### software license agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE PRINTED MATERIALS, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, manuals, character art, stories, dialog, cut-scenes, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

#### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

PROGRAM UTILITIES. This Program contains certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of the Program Utilities is subject to the following additional license restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any COM, EXE or DLL files or to any other executable Product files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licenses granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties.
- All New Game Materials must contain prominent identification at least in any on-line description and with reasonable duration on the opening screen: (a) the name and E-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION".

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mismanagement, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per DVD replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067  
LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION. TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252-227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

WARRANTY. Because Activision does not warrant the Program, if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.  
MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning legal affairs, legal@activision.com.  
Bunkasha Publishing Co., Ltd. 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.